SPECTRAVISION™

VIDEO GAME CARTRIDGE

The Challenge Of . . . . . .

NEXAR™

A MULTI-LEVEL MISSION FOR ONE BRAVE WARRIOR AT A TIME

FOR THE ATARI® AND SEARS VIDEO GAME SYSTEMS

INSTRUCTION MANUAL

BEYOND GALAXIES KNOWN TO MAN, BEYOND TIME AS WE PERCEIVE IT, LIES THE SOURCE OF INNER POWER.

THERE, IN A REMOTE CORNER OF THE UNIVERSE, FUTURE SPECTRA-WARRIORS ARE TRAINED FOR THE CONQUESTS TO COME. FROM THE MANY WHO TRY, ONLY A SELECTED FEW CAN MEET THE CHALLENGE OF . . . . . NEXAR.

EmuMovies

additional versions for young children.

FOR THE ATARI® AND SEARS VIDEO GAME SYSTEMS

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WARNING!

READ CAREFULLY BEFORE GOING FURTHER

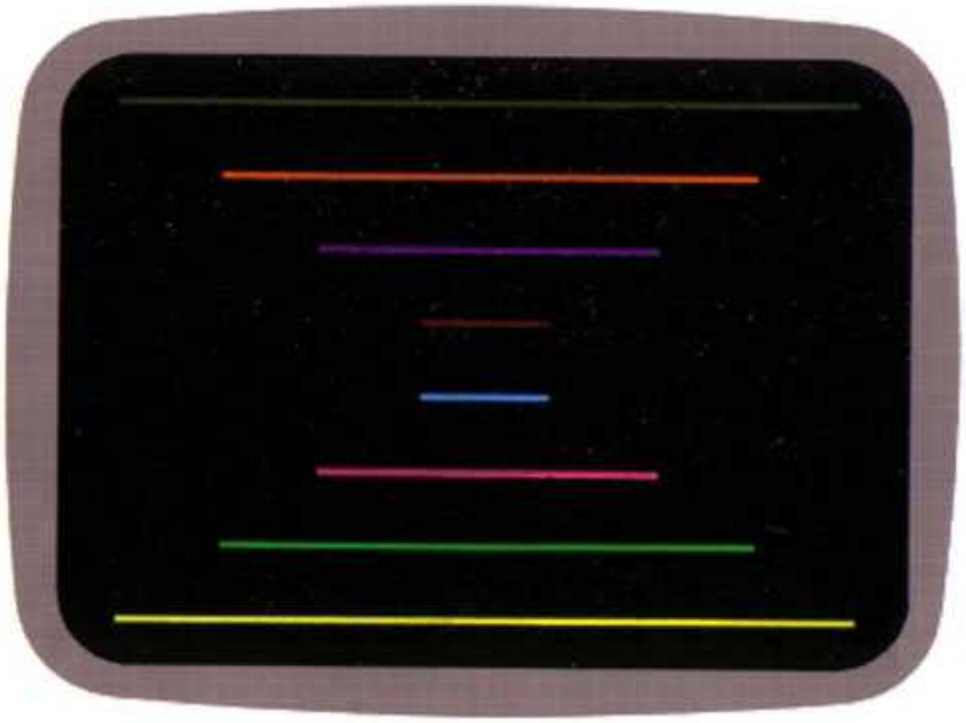
The challenge of NEXAR should only be attempted by experienced player of at least cadet level or higher. Spectravision will not be held responsible for those who do not return. Do not attempt **"NEXAR"** if you have high blood pressure or dislike video games.

THE LEVELS OF NEXAR

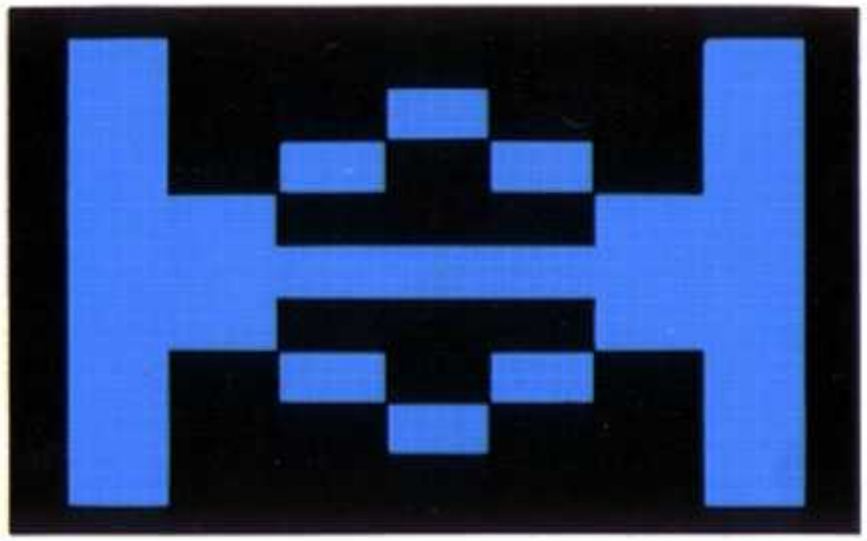
So, you have ignored our warning.

Very well!!

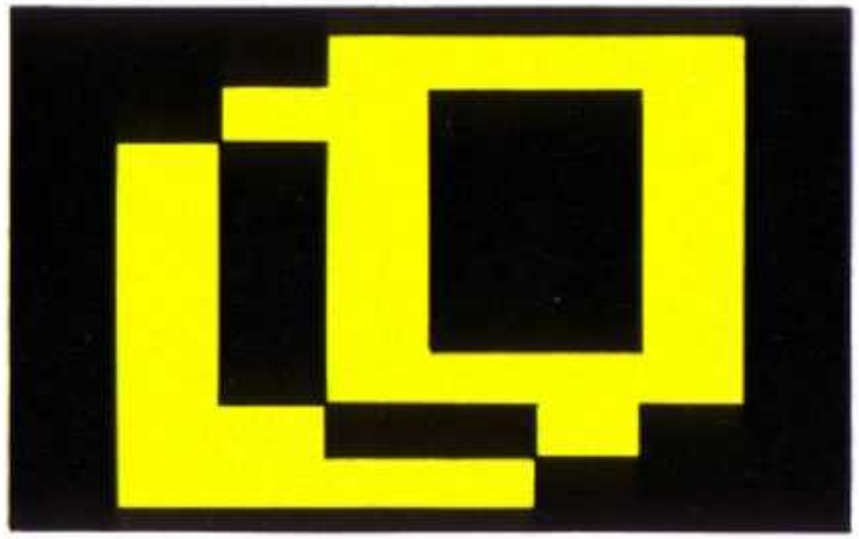
Upon presentation of your encoded identity cartridge you will be sent to the entrance of the space warp.



At each level there are **RADIOACTIVE BEACONS** that must be destroyed. These **BEACONS** are guarded by impact exploding **SAUCERS** which guard the **BEACONS.**



IMPACT EXPLODING SAUCER



RADIOACTIVE BEACON

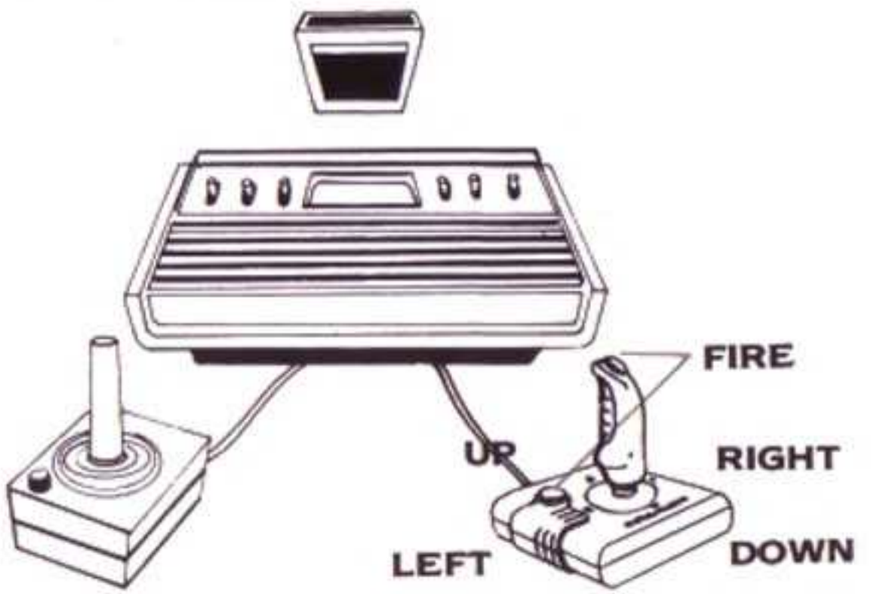
To become a **SPECTRA-WARRIOR** you must survive all ninety nine levels. Those who can go beyond will receive their due recognition.

GETTING STARTED

1. HOOK UP GAME CONSOLE.
2. INSERT CARTRIDGE — make sure power switch is always in the **"OFF"** position when installing cartridges.
3. TURN CONSOLE **"ON"**.
4. DEMO MODE
5. DIFFICULTY SWITCHES —
   Both right and left difficulty switches affect game play.

LEFT SWITCH	RIGHT SWITCH
A — 5 Shields	A — Lose Shield If Time Runs Out.
B — 3 Shields	B — Lose Game If Time Runs Out.

6. SET GAME SELECTOR
   GAME 1 — PRACTICE
   GAME 2 — ADVANCE PRACTICE
   GAME 3 — THE CHALLENGE OF NEXAR
7. COLOR SWITCH — you can put game in **"PAUSE"** mode.
8. JOYSTICK CONTROLLER



ATARI TYPE

SPECTRAVISION QUICKSHOT™

ENTERING THE WARP

You start at level one of the warp entrance.

The **BEACON** indicator advises you of the number of **BEACONS** left to destroy at this level.

Use your joystick to aim at oncoming **SAUCERS** and **BEACONS.** The cross-hair indicate your position in the warp. Fire as often as required.

You must keep moving to avoid collision with **SAUCERS** or **BEACONS.** Each collision will cost you 1 shield.

Remember you are racing against time. And must destroy all **BEACONS** before time runs out.

Destroying all **BEACONS** at any level will advance you to the next level.

The timer is reset at the beginning of each level.

You start with either 3 or 5 shields (see page 4).

A bonus shield is given for every 10,000 pts.

TEST RESULTS

SCORING

There are 99 levels of **NEXAR**
And **THE MAXIMUM SCORE IS 999,995**

The **SAUCER** travel at eight different speeds, Score is based on what speed the **SAUCER** is travelling when you shoot it down.

SPEED	1	2	3	4	5	6	7	8
SCORE	25	50	100	200	400	800	1200	2000

The **BEACONS** are 200 points each multiplied by the level you are in I.E.

		SCORE
LEVEL	1	200
LEVEL	2	400 (200 x 2)
LEVEL	8	1800 (200 x 9)

:

:

LEVEL 99 19800 (200 x 99)

YOUR RATING

0 — 29,995	CADET
30,000 — 99,995	ADVANCED CADET
100,000 — 299,995	STAR WARRIOR
300,000 — 699,995	SPECTRA WARRIOR
700,000 — 999,995	LEGION OF THE CHOSEN

WARRANTY

VIDEO GAME CARTRIDGE
LIMITED 90 DAYS WARRANTY

Spectravision warrants to the original consumer purchaser of this Spectravision video game cartridge that it will be free from defects in materials and workmanship for a period of 90 days from the date of purchase. Spectravision agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Spectravision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation or claims of any nature shall be binding on or obligate Spectravision. **Any implied warranties applicable to this cartridge are limited to the 90 days period described above. In no event will Spectravision be liable for any special, incidental, or consequential damage resulting from possession, use or malfunction of this cartridge.**

Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to

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SPECTRAVISION™

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No. SA206

PRINTED IN HONG KONG